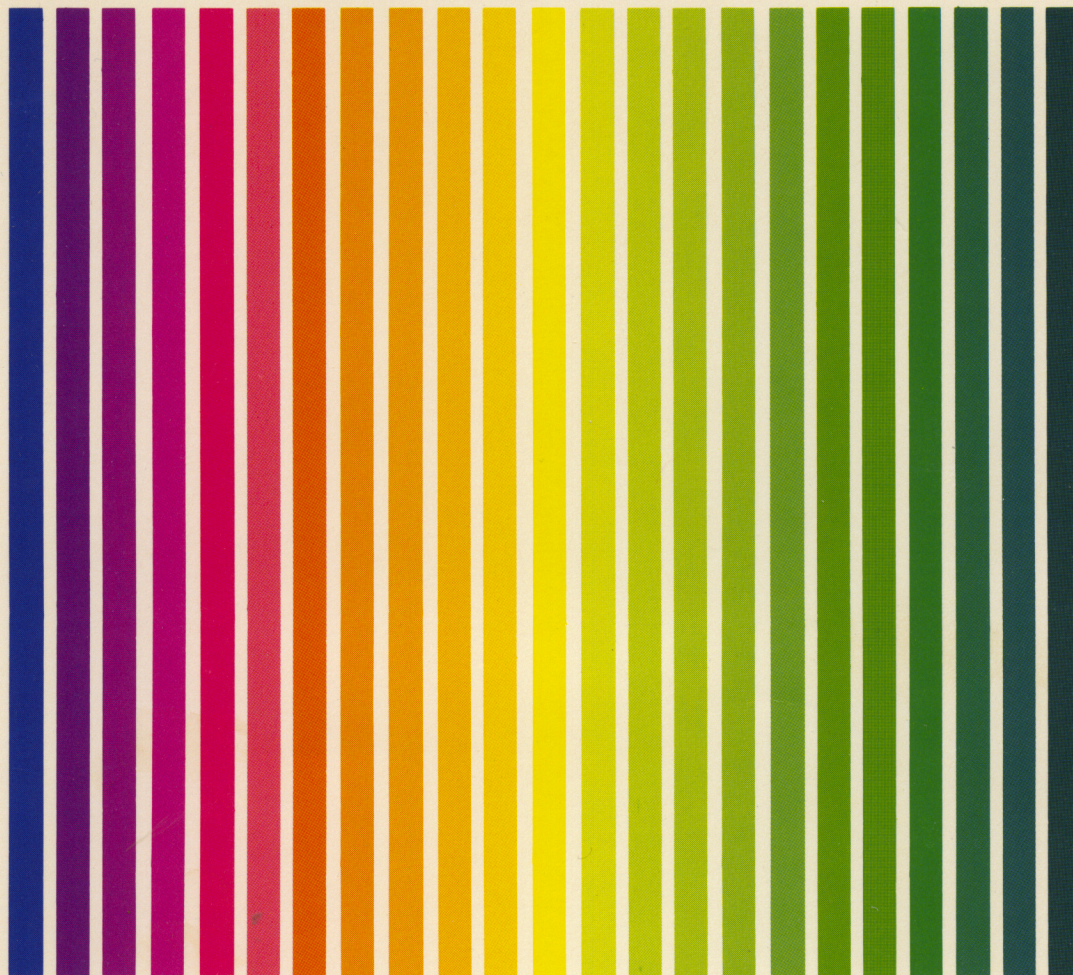# APX

ATARI® PROGRAM EXCHANGE

Banner Generator

John Daigle & Steve Bittrolff

APX-10040   APX-20040

User-Written Software for ATARI Home Computers

Banner Generator

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BANNER GENERATOR

by

John Daigle and Steve Bittrolff

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ATARI 810 Disk Drive
ATARI 820 40-Column Printer
ATARI 822 Thermal Printer
ATARI 825 80-Column Printer
ATARI 830 Acoustic Modem
ATARI 850 Interface Module

INTRODUCTION

OVERVIEW

With BANNER GENERATOR you can print one-line messages of any length and of varying letter heights and widths. All you do is key in your message and then answer four prompted questions. You can print messages of normal character intensity or extra dark (if you have an ATARI 825 80-Column Printer). You can use any of three different fill character methods: (1) print the message with one fill character (e.g., the character "#"); (2) print each output character using that character as the fill character (e.g., "A's" for the letter "A" and "R's" for the letter "R"); or (3) print a short word as the fill character (e.g., the word "FAREWELL"). You can also reproduce banner-size ATARI graphics characters. However, you can't use graphics characters as fill characters.

REQUIRED ACCESSORIES

Cassette version
    16K RAM
    ATARI 410 Program Recorder
Diskette version
    16K RAM
    ATARI 810 Disk Drive
ATARI BASIC Language Cartridge
ATARI printer or equivalent printer

GETTING STARTED

1. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.

2. If you have the cassette version of the game:

   a. Turn on your computer and connect your program recorder to the computer and to a wall outlet.

   b. Insert the BANNER GENERATOR cassette in the program recorder, press REWIND, and then press PLAY.

   c. Type CLOAD and press the RETURN key twice.

   d. After the cassette loads into RAM, you'll see the READY prompt. Type RUN and press the RETURN key.

   If you have the diskette version of the game:

   a. Turn on your disk drive and insert the BANNER GENERATOR diskette.

   b. Turn on your computer and your video screen.

   c. At the READY prompt, type RUN "D:BANNER" and press the RETURN key. If you're using more than one disk drive, remember to follow the device initial (D) with the number of the drive containing the BANNER GENERATOR diskette (e.g., RUN "D2:BANNER" for disk drive two). The program will load into RAM and start.

3. Turn on your printer and interface module.

USING BANNER GENERATOR

The first display screen looks approximately like this:

<u>BANNER GENERATOR PROGRAM</u>

    ENTER MESSAGE FOR THE BANNER
    ? __

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You type in the one-line message you want printed in response to this prompt. Your message can be as long as 80 characters and you can also use any ATARI graphics characters.

CHOOSING CHARACTER INTENSITY

After pressing the RETURN key, the prompt for letter intensity displays:

       NORMAL (N) OR DARK (D)? __

If you're using an ATARI 825 80-Column Printer, you can select extra dark lettering instead of normal intensity. The program achieves this darker intensity by stepping only half spaces instead of full spaces between fill lines. On all other printers, you must enter N for "normal".

CHOOSING CHARACTER HEIGHT

After pressing the RETURN key, the prompt for character height displays:

       CHARACTER HEIGHT (1-10)? __

You can estimate the height of your letters by multiplying the number you choose by eight. That is, if you enter 10 in response to this prompt, your output letters will be 80 characters high (approximately six inches).

CHOOSING CHARACTER WIDTH

After pressing the RETURN key, the prompt for character width displays:

       CHARACTER WIDTH (1-10)? __

You can estimate the width of your letters by multiplying the number you choose by eight. That is, if you enter 4 in response to this prompt, your output letters will be 32 characters wide.

PROPORTION OF CHARACTER HEIGHT TO WIDTH

A good rule of thumb is to make your characters twice as high as they are wide. For example, if you specify character height of 8, then specify character width of 4 for nicely proportioned letters. (Exception. If you're using the DARK option, then make your letters the same height and width--e.g., if your character height is 8, then make your character width 8 also).

CHOOSING THE FILL CHARACTER(S)

After pressing the RETURN key, the final prompt displays for desired fill character:

```
BANNER CHARACTER FILL:
  1 - ONE CHARACTER
  2 - MESSAGE (n CHAR. MAX.)
  3 - LETTER CHARACTER
```

Enter 1 if you want your message printed using the fill character you specify. For example, if you want your message to print using "#" as the fill character, then enter a 1 and answer the resulting prompt as follows:

```
ENTER CHARACTER? #   <RETURN>
```

Enter 2 if you want your message printed using a short word (printed repeatedly). The maximum number of characters is the same as the character height you specified. For example, if you chose a character height of 8, then you might want to use the fill word "FAREWELL" (assuming it's an appropriate message!). You would then enter 2, press RETURN, and answer the resulting prompt as follows:

```
ENTER MESSAGE? FAREWELL   <RETURN>
```

If you choose a word shorter than your designated character height, the program prints the word and uses pound signs (#) to fill in the remaining characters to the character height limit. For example, if you chose a character height of 10 and you wanted to use the fill word "HAPPY", then each fill character unit would consist of:

```
HAPPY#####
```

If you choose a word longer than your designated character height, the program truncates the word at the character maximum displayed in the prompt.

Enter 3 to specify that the program is to print each output letter using that letter itself as the fill character. For example, for the message "IT'S FRIDAY!", the program will use "I's" to print the letter "I", "T's" to print the letter "T", apostrophes to print the character "'", and so on. (Note. You can't use this option if your message contains graphics characters since the program doesn't support graphics fill characters.) This option has no follow-up prompt.

With these prompts answered and your printer turned on, the program now takes over and prints your message.

PRINTING YOUR MESSAGE

As the BANNER GENERATOR program prints your message, it displays the current letter it's printing and it notes at the bottom of the screen all the options you chose. A sample of this screen is:

```
          HHH    HHH
          HHH    HHH
          HHH    HHH
          HHHHHHHH
          HHHHHHHH
          HHH    HHH
          HHH    HHH
          HHH    HHH
```

```
          NORMAL PRINT, 8 X 4 MATRIX
          CHARACTER:   H

                  TEXT: HI!
```

The letter display doesn't take into account the character height and width you choose. It simply represents the current letter. In this example, we chose normal character intensity, a character height of 8 and a character width of 4, and the message (TEXT) is "HI!". The current character being printed is "H".

SAMPLE APPLICATION

BANNER GENERATOR PROGRAM

ENTER MESSAGE FOR THE BANNER
HI!

NORMAL (N) OR DARK (D)? N

CHARACTER HEIGHT (1-10)? 8

CHARACTER WIDTH (1-10)? 4

BANNER CHARACTER FILL:
 1 - ONE CHARACTER
 2 - MESSAGE (8 CHAR. MAX.)
 3 - LETTER CHARACTER
OPTION? 3

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(Sample message appears on the next page.)

```
iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii         iiiiiiii
iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii         iiiiiiii
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```

ADVANCED TECHNICAL INFORMATION

USING ALTERNATE CHARACTER SETS

If you want to print messages using another character set, you'll need to add some code
to the BANNER GENERATOR program. The first executable line should load in your character
set. (You can append the loading routine itself to the end of the BANNER GENERATOR
program, but call it in this first line.) The first line should also poke the page number
of your new set into location 756 (i.e., POKE 756,n where "n" is the page number). The
BANNER GENERATOR program will now use that character set instead of the default set.

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1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate and/or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (non-game software)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the software or user instructions:

_____

_____

_____

_____   -----
                                                               | |
_____ |STAMP|
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_____   -----

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